

MISSION 1: On Their Own

December, 1944: The Elsenborn Ridge will always be known as one of the few sectors of the American lines that held during the Battle of the Bulge. Just east of the Elsenborn Ridge lies the twin Belgian villages of Rocherath-Krinkelt. At 0530 a barrage of rockets, artillery and mortar fire woke the thinly spread green troops of Company K, 393rd Infantry Regiment, 99th Infantry Division. The 90 minute barrage knocked out the telephone network and in many cases radio communications to supporting mortar and artillery batteries. As soon as the barrage lifted, snow camouflaged elements from the 277th Volksgrenadier Division moved quickly towards the American lines. The remaining elements of K Company, commanded by Captain Stephan B. Plume, were isolated and alone.

Mission Objective: The mission ends if at the end of the game turn the German player controls 5 Wooden Building hexes and the Church (hex E4), or one side *exceeds* its Casualty Differential Limit, or the Final Score is ≥ 46 .

Forces:

★ **American:** Baker Co., *2nd Infantry Plt.*, supported by 1 MG section [7 steps]

✚ **German:** 2. Kp., *2nd and 3rd Infantry Plts.*, supported by 1 MG section [13 steps]

Initiative DRM: German (+2)

Casualty Differential Limit: German [4]; American [2]

Disposition of Forces: The Germans are the attackers and have the Initiative at start. The Americans set up first, hidden [20.9], in any hex North of hex row 11. The German force enters anywhere along the Southern board edge.

Mission Special Rules:

1. Half hexes along the East and West board edges are not in play.
2. German units enter unconcealed.



Victory Level:

0-35 German Victory

36-45 Draw

46+ American Victory

MISSION 2: The Dark Woods

September, 1944: The American 9th Infantry Division was the first unit to move into the unknown of the Hurtgen Forest. Poor weather had curtailed effective aerial reconnaissance, and the almost jungle like nature of the forest itself prevented combat units from locating friend or foe alike. On September 14th, the 47th Infantry Regiment had bivouacked just southeast of Zweifall, Germany. With orders to advance further into Germany the next day, battalion Commander W. W. Tanner sent out company sized reconnaissance patrols out into the dark woods.

Mission Objective: The mission ends if at the end of any game turn either side *exceeds* its Casualty Differential Limit, or when the Time Lapse is > 30 .

Forces:

★ **American:** Baker Co., supported by 1 MG section [19 steps]

✚ **German:** 2. *Infantry Kp.* [18 steps]

Initiative DRM: None

Casualty Differential Limit: German [3]; American [3]

Disposition of Forces: Players roll for the Initiative prior to set up. The player losing the Initiative has his choice of either one of the setup hexes F4 or G10, or his force's nationality. The player winning the Initiative is considered the attacker, goes first and has his choice of either the remaining force nationality or remaining setup hex. Once the nationality of the forces and setup hexes have been determined, both players set up their units simultaneously in or adjacent to their respective setup hex. The board edge closest to a player's setup hex is that player's FBE. Players set up simultaneously and in such a way that neither player can see the other player's setup. To accomplish this, players may use some sort of divider.

Mission Special Rules:

1. The half hexes along the East and West edge board are not in play.
2. Hill levels are $x 2$.
3. Road bonus is not allowed.



Victory Level:

The first player to exceed his Casualty Differential Limit at the end of any game turn loses the mission. Otherwise, the player controlling the greatest number of contiguous, road hexes (including half hexes) from his FBE to the most forward road hex he controls wins the mission.

MISSION 3: At Least It's Quiet Here

December, 1944: Corporal Cecil Hannaford was not happy. As the assistant squad leader in the 3rd Platoon, A Company, 110th Infantry Regiment, he had just learned that his platoon had been ordered to leave the warm safe shelter of their buildings in Heinerscheid, to set up a roadblock nearly a mile away in Kalborn. Reluctantly, Hannaford and the others moved out into the cold night. "We ran a phone line to our outpost as our only communication with the company HQ" in Heinerscheid. When they got to their OP position, Hannaford was dismayed to see that it was "in plain view of the road on the next hill." As he and his foxhole buddy dug in and set up their position, Corporal Hannaford could only think of the rest of the company, cozy and dry back in Heinerscheid. They finished digging in, and Hannaford took the first watch. Oh well, he thought, at least it's quiet here.

Mission Objective: The mission ends if at the end of the game turn there are no American undisrupted combat units within two hexes and LOS of the Church, or either side exceeds their Casualty Differential Limit or the Final Score is ≥ 46 .

Forces:

 **American:** Able Co., *1st Infantry Plt.*, supported by 1 MG section and 1 60mm Mortar section [7 steps]

 **German:** 1. Kp., *1st and 2nd Infantry Plts.*, supported by 2 MG sections and 1 8cm Mortar section [14 steps]

Initiative DRM: German: (+2); American (0)

Casualty Differential: German [3]; American [1]

Disposition of Forces: The Americans set up first in any hex in Sector 4 North of hex row 10. The Germans are the attackers, have the Initiative at start and enter anywhere along the Southern board edge of Sector 4.

Mission Special Rules:

1. **Mission Objective Points (MOP):** The German player receives one MOP for each captured Improved Position.

3. The American 60mm mortar recovers on a die roll of 5 or less [*not applicable to Mortar Extension die rolls*].

3. Hill levels are x2.

4. Half hexes on the East and West board edges are not in play.



American FBE



Victory Level:

0-35 German Victory

36-45 Draw

46+ American Victory

MISSION 4: Chance Encounter

July, 1944: Allied airpower had made movement and bringing in supplies for the German armies in Normandy a nightmare. By mid June 1944, the 3rd Fallschirmjäger Division had finally received the major portion of their combat units. After a brief respite where the 3rd FJ had not been heavily engaged, and almost at full strength, they settled into their defensive positions to the east of St. Lo, France. Reports from the beleaguered 352nd Infantry Division had filtered back that the American 29th Infantry Division was upon them and consolidating their forces. In early July, the German Fallschirmjäger began sending out patrols to probe the American lines.

Mission Objective: The mission ends if at the end of the game turn a player controls 5 of the 7 Mission Objective Points (MOP), or a player exceeds his Casualty Differential Limit, or the Time Lapse is > 32 minutes.

Forces:

 **American:** Able Infantry Co., supported by 1 MG section and 1 60mm Mortar section [*see MSR 1.J* [19 steps]]

 **German:** 1. Infantry Kp., supported by 1 8cm Mortar section [*see MSR 1.J* [18 steps]]

Initiative DRM: None

Casualty Differential: German [2]; American [2]

Disposition of Forces: Players roll for the Initiative prior to set up. The player losing the Initiative has his choice of either the nationality of his force or his Friendly Board Edge (FBE). The player winning the Initiative is considered the attacker, goes first and has his choice of either the remaining force nationality or FBE whichever is available. Once determined, both players set up their forces simultaneously in the first 4 road hexes from their FBE extending off map if necessary. A maximum of four steps of non-vehicular combat units may be placed in any single road hex.

Mission Special Rules:

1. Mortar support is not available for either player at start. Players may conduct Mortar Recovery die rolls during the Mortar Fire Adjustment Phase of any game turn following when the Time Lapse is ≥ 10 minutes. The German mortar recovers on a die roll ≤ 2 and the American mortar recovers on a die roll ≤ 4 . Mortar Fire Extensions are not allowed.

2. Each rural building hex is worth one MOP for a total of 3 building hexes and each grove [group



of contiguous woods/forest hexes] is worth one MOP for a total of 4 groves. The last player to occupy a rural building hex or any uncontested grove of woods has control of that rural building hex or grove.

4. Road bonus is not allowed.

Victory Level:

The player controlling **5** of the **7** possible MOP within the time allotted wins. Otherwise it is a draw.

MISSION 5: Counterattack at Hatten

January, 1945: By December 21st, the German High Command had realized that the Ardennes Offensive was not going to reach its objectives. A sudden attack on the southern Allied front might damage the gap that Patton's Third Army had left on its shift north into the Bulge. Part of this offensive fell on the small towns of Hatten and Ritterhoffen. Colonel Hans von Luck had dispatched reduced elements of the 25th Panzer Grenadier Division to take the towns, and after several days hard fighting—the American garrison surrendered. On January 9th, 1945, elements of the 14th Armored Division reacted quickly, with Sherman tanks equipped with the new 76mm guns, in an attempt to take it back.

Mission Objective: Mission ends if at the end of the game turn there are no German tanks in Sector 12 south of the river and within 2 hexes and LOS of hexes D6 and G2, or when one side exceeds its Casualty Differential Limit, or when the Final Score is ≥ 36 .

Forces:

★ **American:** Able Co., 2nd and 3rd Tank Plts., and 1 Command tank [11 steps]

✚ **German:** 1. Kp., 3rd Tank Plt., and 1 StuG IIIg from 1st Assault Gun Plt. [5 steps]

Initiative DRM: American (+1)



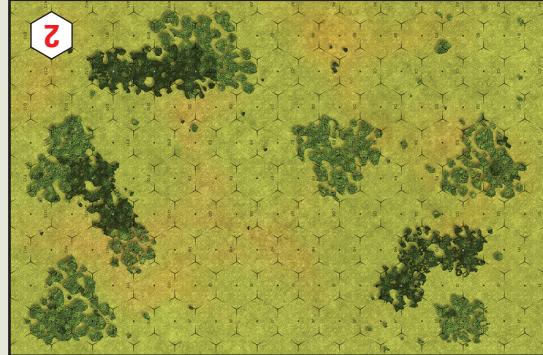
Casualty Differential Limit: American [4]; German [2]

Coordination DRM: American (+1)

Disposition of Forces: The Americans are the attackers and have the Initiative at start. The Germans set up first, hidden [20.9], in any hex in Sector 12. Each German vehicle must set up in LOS of a bridge hex. The American force enters anywhere along the Southern board edge of Sector 2.

Mission Special Rules:

1. Half hexes along the East and West board edges are not in play.
2. German StuG IIIg activates with the 1st Tank Platoon.
3. Hill levels are x2.



American FBE

Victory Level:

0-25 American Victory

26-35 Draw

36+ German Victory



MISSION 6: Tiger in the Pen

December, 1944: Four days into the Ardennes Offensive, Kampfgruppe Peiper had split its forces and was pushing desperately towards Stoumont and Cheneux. Peiper had left a garrison behind in La Gleize to protect his rear and cover the crucial road back to Trois Points. Overlooking La Gleize was the small Wermont Farm, where Obersturmführer Helmut Dollinger had deployed his Tiger and supporting infantry. Early on December 21st, the Americans saw an opportunity to isolate Peipers' spearhead. Elements of Third Armored Task Force McGeorge and Task Force Lovelady organized a combined arms response, and in the early afternoon attacked the vulnerable German garrison.

Mission Objective: Mission ends if at the end of the game turn the Americans control the two rural building hexes within the stone wall compound, or when either side exceeds its Casualty Differential Limit, or when the Final Score is ≥ 41 .

Forces:

★ **American:** Able Co., 2nd and 3rd Infantry Plts., and 3 tanks from Able Co., 1st Tank Plt. [15 steps]

✚ **German:** 1. Kp., 1st Infantry Plt. and 1 Tiger from 2. Kp., 1st Tank Plt. [7 steps]

Initiative DRM: American (+2); German (0)



Casualty Differential Limit: American [3]; German [2]

Disposition of Forces: The Americans are the attackers and have the Initiative at start. The German force sets up first within 2 hexes of hex I7 in Sector 5. The American force enters anywhere along the Southern board edge of Sector 5.

Mission Special Rules:

1. The German platoon leader must set up in one of the two farmhouses.
2. The Germans may not set up in Improved Positions
3. Half hexes along the East and West board edges are not in play.
4. The Tiger sets up unconcealed and activates with the 1st Infantry Platoon.



American FBE

Victory Level:

0-30 American Victory

31-40 Draw

41+ German Victory



MISSION 7: The Sickle

August, 1944: The American Third Army was attempting to pin down and cut off the German Seventh Army near Le Mans, France. Like a huge sickle, CCR and CCA of the 5th Armored tore through the enemy's flank. On the night of August 9th, A Company of the 10th Tank Bn., and supporting infantry from "C" Company of the 47th Infantry seized two river crossings near Peray. Throughout that night, as the Americans caught their breath, they could hear the ominous rumbling of enemy vehicles just north of their positions. As dawn broke on the 10th, German Mark IV's with supporting artillery and infantry engaged the Americans in a furious counterattack. With the river at their backs restricting movement, elements of Captain Francis Baum's company let loose with all the weapons they had.

Mission Objective: Mission ends if at the end of any game turn there are no American combat units adjacent or within (2) hexes and LOS of a bridge or ford hex, or when one side exceeds its Casualty Differential Limit, or when the Final Score is ≥ 51 .

Forces:

American: Able Co., *1st Infantry Plt.*, and 1 M36 TD from *2nd Tank Destroyer Plt.*, supported by 1 MG unit, 1 57mm AT Gun, 1 LATW and 1 60mm mortar [10 steps]

German: 1. Kp., *1st and 2nd Infantry Plts.*, 1. Tank Kp., *2nd Tank Plt.*, supported by 1 MG unit and 1 8cm mortar section [17 steps]

Initiative DRM: German (+2)

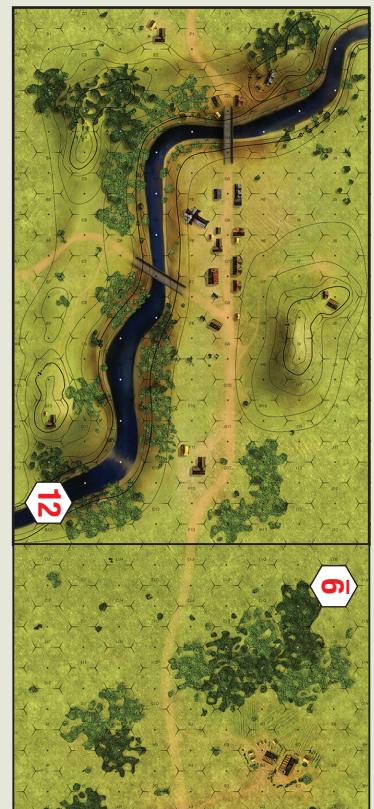
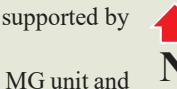
Casualty Differential Limit: German [4]; American [2]

Coordination DRM: German (+1)

Disposition of Forces: The Germans are the attackers and have the Initiative at start. The Americans set up first hidden [20.9] in any hex in Sector 12. The Germans set up in Sector 9 within 3 hexes of road hex G11 and south of hex row 11.

Mission Special Rules:

1. Half hexes along the East and West board edges are not in play.
2. All Hill are x2.



American FBE



Victory Level:

0-40 German Victory

41-50 Draw

51+ American Victory

MISSION 8: Black Cat Blues

August 27, 1944: Captain Cole's L Company of the 3rd Battalion found themselves on the outskirts of the small village of Allan in Southern France. The rest of the 3rd Battalion was still 5 miles back and just now passing through Bois des Mattes. L Company was all alone. Not having seen any sign of enemy activity, Captain Coles ordered a recon in force. A pit immediately formed in Cole's stomach as he realized that L Company might have bitten off more than it bargained for.

Mission Objective: Mission ends if at the end of any game turn the Americans control 10 Building Points [see MSR 1.0, *Building Points*] out of the possible 12 in Sector 11, or when either side exceeds its Casualty Differential Limit, or when the Final Score is ≥ 51 .

Forces:

American: Baker Infantry Co., and (4) tanks from Able Tank Co., *1st Tank Plt.*, supported by 2 MG sections and 1 60mm mortar section [24 steps]

German: 1. Kp., *3rd Infantry Plt.* (plus 1 section from the 3rd Infantry Plt,) and 1 Panther from 1. Kp., *1st Tank Plt.*, supported by 2 MG sections, 1 LATW section and 1 8cm mortar section [10 steps]

Initiative DRM: American (+2); German (0)



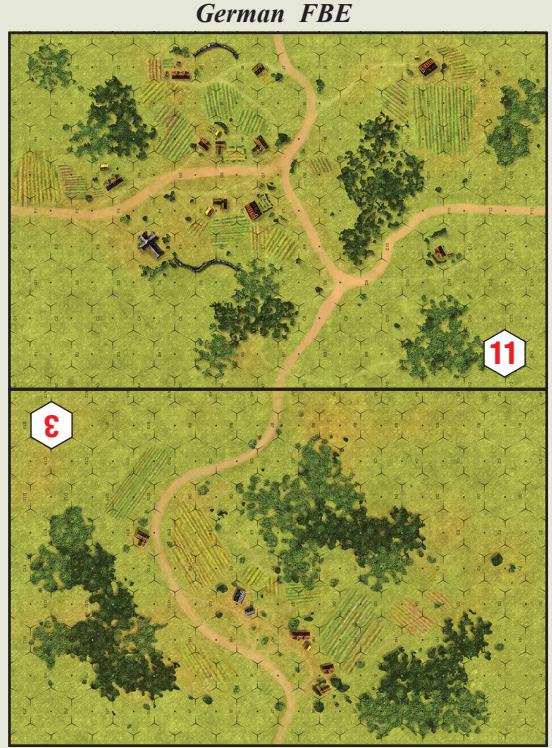
Casualty Differential Limit: American [4]; German [2]

Coordination DRM: American (+2)

Disposition of Forces: The Americans are the attackers and have the Initiative at start. The German are the defenders and set up first in any hex in Sector 11 North of hex row B. The American Force sets up in any hex in Sector 3 South of hex row C.

Mission Special Rules:

1. **Building Points:** The hex containing the Church is worth 3; all other hexes containing rural buildings are worth 1 each. [Note: Building Points are not applicable when calculating the Final Score.]
2. The American 60mm mortar recovers on a die roll of 5 or less [not applicable to Mortar Extension die rolls].



German FBE



Victory Level:

0-40 American Victory

41-50 Draw

51+ German Victory

MISSION 9: A Tough Nut to Crack

December, 1944: The American forces fighting around the small farming village of Kesternich, 15 miles southeast of Aachen, in mid-December 1944 were in disarray. Commanders in the area in many cases had little clue as to the situation at hand. Units of the 78th Infantry Division, under Major General Parker's command, attacked this small town before daylight on Wednesday, December 13th, but made little headway as command and control broke down.

Mission Objective: Mission ends if at the end of the game turn the American player controls all Urban Road hexes, or when either side exceeds its Casualty Differential Limit, or when the Final Score is ≥ 56 .

Forces:

- ★ **American:** Baker Infantry Co., and the 4 tanks from Able Tank Co., 1st Tank Plt., supported by 2 MG sections and 1 60mm mortar section [24 steps]
- ✚ **German:** 2. Kp., 3rd Infantry Plt., and 2 StuG IIIg from 1st Assault Gun Plt., supported by 2 MG sections, 1 LATW section, and 1 8cm mortar section [see MSR 2.J] [10 steps]

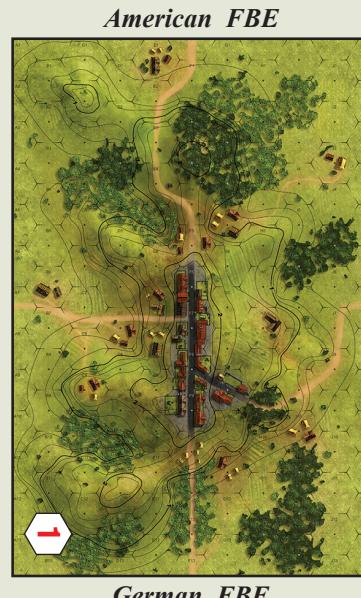
Initiative DRM: American (+2)

Casualty Differential Limit: American [4]; German [2]

Disposition of Forces: The Americans are the attackers and have the Initiative at start. The Germans set up first in any hex South of hex row 4. German units that set up in hex rows 5 and 6 do so concealed. German units South of hex row 6 set up hidden [20.9]. The American force enters the Northern board edge on or within two hexes of the road.

Mission Special Rules:

1. Hill levels are x2.
2. The American 60mm mortar recovers on a die roll of 5 or less [*not applicable to Mortar Extension die rolls*].
3. The German 8cm Mortar section is not available until Step 2 of the Mortar Fire Adjustment Phase of game turn 1. It recovers on a die roll ≤ 2 for the balance of the mission.
4. Half hexes on the East and West board edges are not in play.



German FBE



MISSION 10: Hold at all Cost

December, 1944: In the early morning hours of December 16, 1944, the 1st and 3rd Platoons of B Company and a few anti-tank guns from the 630th Tank Destroyer Battalion were dug-in for the night in Marnach, an important road junction in northern Luxembourg. Unbeknownst to them at the time, elements of the 304th Panzergrenadier Regiment, of the 2nd Panzer Division, were quietly maneuvering against the American position. The Grenadiers closed within a few hundred yards of the American position and then waited for the artillery bombardment, the signal to attack. Once the attack commenced, the hard-pressed men of B Company reported to regiment that they were under heavy attack. Shortly thereafter, they received the order to "Hold at all cost!"

Mission Objective: Mission ends if at the end of the game turn there are no undisrupted American combat units in a rural building or hill hex and in LOS of any road hex in Sector 8 between hexes J7 and B6, or either side exceeds its Casualty Differential Limit or the Final Score ≥ 61 .

Forces:

- ★ **American:** Baker Infantry Co., 1st and 3rd Plt., supported by 3 MG sections, 2 57mm anti-tank guns, 2 LATW units, 1 60mm mortar section and 1 81mm mortar platoon [see MSR 1.J] [17 steps]
- ✚ **German:** 1. Kp., 1st and 2nd Plts., 2. Kp., 2nd and 3rd Plts., and 1. Kp., 3rd Tank Plt., supported by 3 MG sections, and 1 8cm mortar platoon [31 steps].

Initiative DRM: German (+2); American (+0)

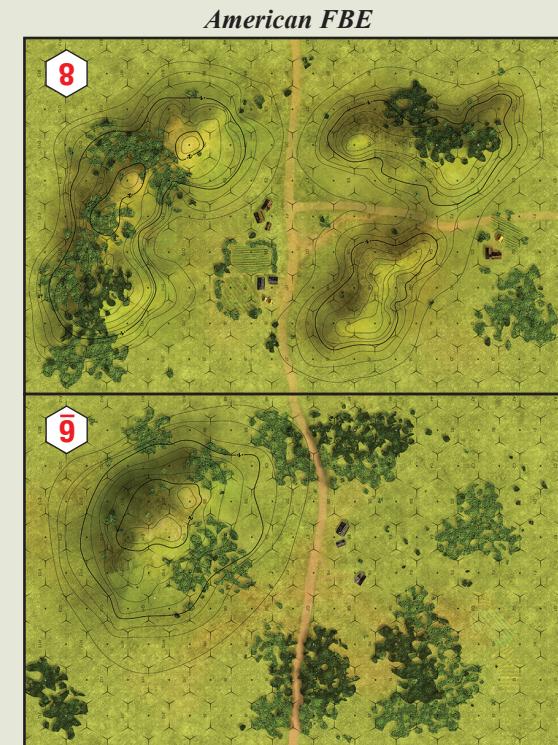
Casualty Differential Limit: German [6]; American [4]

Coordination DRM: German (+2)

Disposition of Forces: Germans - The Germans are the attackers and have the Initiative at start. Americans - The Americans set up first. At least one squad and one MG section must set up in Sector 6 north of hex row H. At least two of those units must set up on the hill. The balance of the American forces set up hidden [20.9] in any hex in Sector 8. The German force enters anywhere along the Southern edge of Sector 6 on or within 4 hexes of the road.

Mission Special Rules:

1. The American 81mm mortar platoon is not available until Step 2 of the Mortar Fire Adjustment Phase of game turn 1 and recovers on a die roll ≤ 2 for the balance of the mission.
2. The German 8cm mortar platoon recovers on a 4 or less.
3. Half hexes along the East and West board edges are not in play.



German FBE

4. Hill levels are x2.

- | | | |
|-----------------------|-------|------------------|
| Victory Level: | 0-50 | German Victory |
| | 51-60 | Draw |
| | 61+ | American Victory |



The Last
HUNDRED
YARDS

MISSION 11: Desperate Measures

November, 1944: The men of B and C Companies of the 1st Battalion, 60th Infantry Regiment supported by two platoons of Shermans were met by intense mortar fire when they launched their attack against the Reichelskaul road junction in the morning of November, 1944. The Germans' main line of resistance in the 1st Battalion's sector was defended by men of the depleted 275th Volksgrenadier Division. After several hours of intense fighting the Americans had closed to within a few hundred yards of the crossroads. But the desperate men of 275th Volksgrenadier held on. After two days of fierce fighting the Americans had yet to break the German's line of resistance. The bloodletting would continue.

Mission Objective: Mission ends if at the end of the game turn the American player has control of the hill in Sector 7 and of all buildings in Sectors 3 and 11, exceeds its Casualty Differential Limit or the Final Score ≥ 86 .

Forces:

American: *Baker and Charlie Infantry Co.,* and Able Co., *1st and 2nd Tank Plts.*, supported by 6 MG sections, 3 bazooka sections, 4 M3 halftracks, 2 60mm mortar sections, and 1 81mm mortar platoon [56 steps]

German: *1. Infantry Kp., and 1st Assault Gun Plt.*, supported by 2 MG sections, 2 LATW sections, 1 88mm FlaK Gun with truck, 1 FP with 7.5cm AT gun, 2 FP with MGs, 1 SdKfz 10/4 halftrack, 2 SPW 251/1 halftracks and 1 8cm mortar section [31 steps]

Initiative DRM: American (+2); German (0)

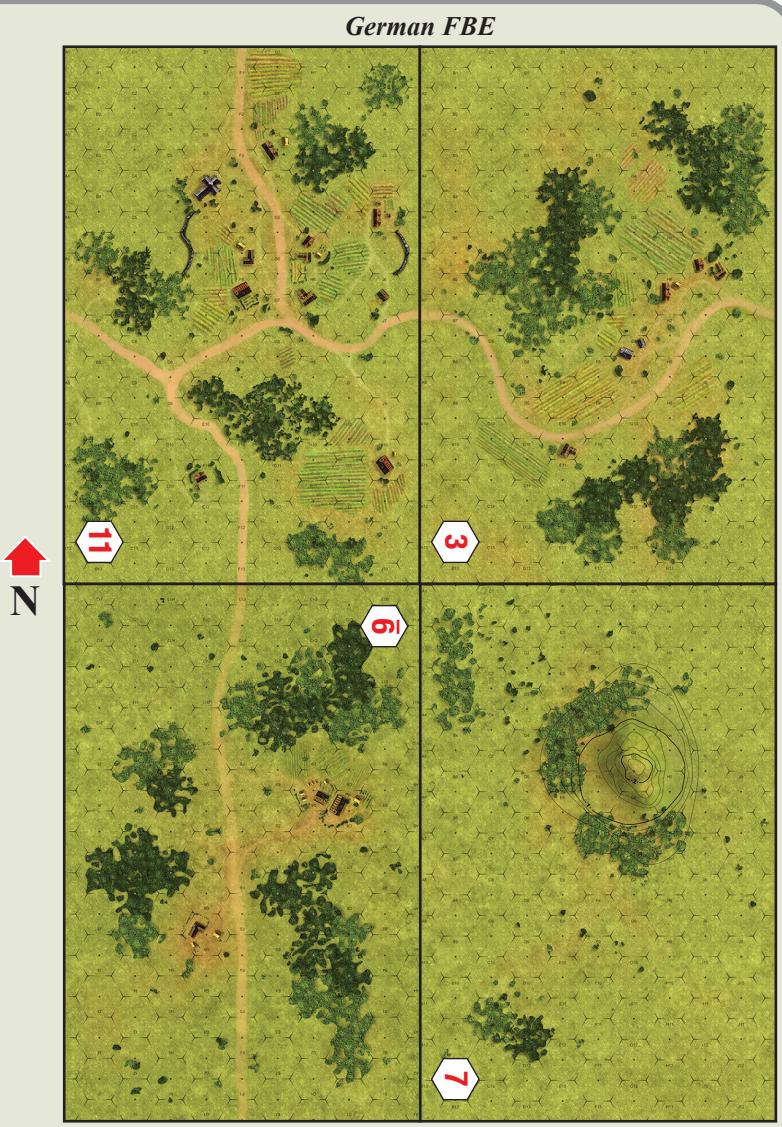
Casualty Differential Limit: American [7]; German [3]

Coordination DRM: American (+2)

Disposition of Forces: *Germans* - The German force sets up first as follows: one German Fortified Position (FP with a 7.5cm anti-tank gun) must set up in hex G5 in Sector 7. In addition, one infantry platoon must set up in Sector 7. One FP with MG sets up in any full hex in Sector 3, and one FP with MG in any full hex in Sector 11. The 8.8cm FlaK gun must be set up within 4 hexes of hex G7 in Sector 11. The German reserve force (consisting of 1 infantry platoon, 2 halftracks, 1 FlaK halftrack and 2 StuG IIIg) enters per MSR. All other units may set up in any hex in Sectors 3, 7, and 11. *Americans* - The Americans are the attackers and have the Initiative at start. The American force sets up last in any full hex in Sector 9 south of hex row 10 and west of hex row B.

Mission Special Rules:

1. Players roll for the Initiative after set up but prior to play. The American player's +2 Initiative DRM is applicable.
2. All American mortars receive a -1 DRM on their Recovery die roll [not applicable Mortar Extension die rolls].
3. At set up, the German player secretly selects and records one of the two possible entry road hexes (F1 in Sector 11, or A7 in Sector 3) his reserve force will enter. The reserve is released the game turn following the game turn when the Time Lapse is equal to or greater than 20 minutes.
4. All forest and woods hexes are level one.
5. Hill levels are x2.
6. Half hexes on the East and West map board edges are not in play.



American FBE

Victory Level:

- | | |
|-------|------------------|
| 0-75 | American Victory |
| 76-85 | Draw |
| 86+ | German Victory |

MISSION 12: Dash for the Saar

November, 1944: Following the pocketing of Metz by Patton's Third Army on November 19, 1944, the army's other divisions begin a drive through eastern Lorraine to cross the Saar River and pierce the West Wall. On the 24th, Combat Command B of Major General John Wood's 4th Armored Division began its drive towards two key Saar River crossings. After meeting little resistance for most of the afternoon, things changed quickly when they encountered remnants of the 361st Volksgrenadier Division and forward elements of the veteran Panzer Lehr Division led by General-Lieutenant Fritz Bayerlein. For the next four days the two well-matched opponents duked it out.

Mission Objective: Mission ends if at the end of the game turn when there are no undisrupted German combat units (including any non-activated German Concealment markers) in LOS of the main road running from hex F1 in Sector 5 to hex F13 in Sector 12, or when the Americans exceed their Casualty Differential Limit, or when the Final Score is ≥ 91 .

Forces:

American: Able Infantry Co., and Able Co, 1st Tank Plt., supported by 1 Command tank, 1 MG section, 1 M16 halftrack, 6 M3 halftracks, 3 LATW and 1 60mm mortar section [32 steps]

German: 1. Kp., 1st Infantry Plt., 1 Tiger from 2. Kp., 1st Tank Plt., and 1 StuG IIIg from 1st Assault Gun Plt., supported by 4 MG sections, 2 PaK 40 AT guns, 1 LATW section and 1 8cm mortar section. [14 steps]

Initiative DRM: American (+2); German (0)

Casualty Differential Limit: American [4]; German [-]

Coordination DRM: American (+2)

Disposition of Forces: *Americans* - The Americans are the attackers; all American vehicles begin in motion and all non-vehicular units enter as Riders/Passengers. The lead American vehicle sets up in hex F5. The remaining vehicles begin set up two hexes behind the lead vehicle, in single file, one vehicle per hex extending off board as if on the road of an imaginary adjacent sector. Play begins with the German reaction and all American units considered activated. Normal play returns at the beginning of game turn two [see MSR 2]. *Germans* - The German forces are not in play at start but are instead placed in a cup to be drawn when activated per MSR 2. Instead, the German player places a specified number of Concealment markers in cover terrain hexes (including hills) in each sector as follows: (9) in Sector 12, (9) in Sector 11 within two hexes of the road and (6) in Sector 5 North of row 3. No more than one Concealment marker may be placed in each hex.

Mission Special Rules:

1. The American player cannot, at any time, conduct any type of fire against a hex containing an non-activated Concealment marker.
2. Each unit entering from offboard must enter along the road on the FBE paying the MP cost of each offboard road hex entered as they maneuver onto the map.
3. After each call for Reaction by the American player, the German player makes a die roll for each hex containing a Concealment marker that is within LOS of an American unit that conducted an *action* in the current Platoon Activation Cycle. If the die roll ≤ 5 , the activated Concealment marker is removed and the German player draws a single unit from the cup and places it *concealed* in the hex. If the die roll is > 5 , no units are drawn and the activated Concealment marker is removed from play. This die roll is reduced by 2 if at the moment of the die roll there is a German unit within two hexes of the activated Concealment marker. Once all of the German units in the cup have been drawn, any remaining Concealment markers are removed from play. Immediately upon being placed, a unit may react and conduct actions normally.
4. If the platoon leader is drawn, the German player continues to draw units from the cup until an infantry or MG unit is drawn. Once drawn, the infantry or MG unit and platoon leader are then placed in the hex and any units drawn prior to when the infantry unit or MG section is drawn are returned to the cup.
5. For each anti-tank gun drawn by the German player, place one infantry section not in play from the 1st Infantry Platoon in the hex with the anti-tank gun.
6. German non-vehicular units placed in a forest, woods or hill hex are set up in an Improved Position.
7. The German player cannot deploy squads.
8. The German StuG IIIg and the Tiger are considered to be in the same platoon for activation purposes.
9. German FOs do not have to be within six hexes of a platoon leader to request a MFA
10. Half hexes on the Eastern and Western board edges are not in play.
11. Hill levels are x2.

German FBE



American FBE

Victory Level:

- | | |
|-------|------------------|
| 0-80 | American Victory |
| 81-90 | Draw |
| 91+ | German Victory |

DYO Mission Form

Defender Frontage		Map Configuration			Mission Objective	
Hill Levels						
Defender Nationality						
Force Column Selected						
Mission Type						
In Play?	Armor Support					
	Dummies					
	Hidden Placement					
	Half Hexes					
Casualty Differential Limit	Attacker					
	Defender					
Initiative DRM [max allowed is +3]	Attacker					
	Defender					
Coordination DRM	Attacker					
	Defender					
Winning Bid						
Mission Result	Attacker Casualties	Time	Final Score	Comments:		
	Defender Casualties					

DYO Mission Tables

Force and Support Table						Support Purchase Table									
		a	b	c	d	e	Unit	Gr	US	Notes					
Defender	Platoons [Inf / Tank]	1 / 0	1 / 0	2 / 0	2 / 1	3 / 1	Infantry Plt.	24	20						
	Support Points	10	15	15	20	30									
Attacker	Platoons [Inf / Tank]	2 / 0	3 / 0	4 / 0	5 / 1	6 / 1	Infantry Sqd.	9	7						
	Support Points*	20	20	25	30	45									
*If Sector contains Urban Terrain, increase the Attacker's Base Force by one Platoon.															
Sector Generation Table				Casualty Differential Table				Initiative DRM Table							
die roll	Narrow	Normal	Wide	# of Defending Platoons	1 - 3		4 - 6		Attacker CDL			4	5	6	7
	1	2	1		Odd	Even	Odd	Even				2	3	3	4
	2	3													
	3	4	4												
	4	6	5												
	5	7	8	6											
	6	8	9												
	7	9	10												
	8	10		11											
	9	11													
10	12	12	12												
Hill Table				Coordination DRM Table				Individual Armor Support Table							
die roll	Level	Note		Attacker	Attacker		Defender		German tank sections consist of (2) tanks and American sections (3) tanks	Defending Player Only					
	1 - 3	x1	Low Hills		die roll	DRM	die roll	DRM							
	4 - 8	x2	Medium Hills		1	0	1 - 2	-1							
	9 - 10	x3	High Hills		2 - 3	1	3 - 7	0							
					4 - 8	2	8 - 9	1							
				9 - 10	3	10	2								
Miscellaneous Table				American				German							
die roll	# of Mines, Wire, IPs or Dummy markers			die roll	Type		die roll	Unit Type				Selected at random from all available Towed Guns			
	1 - 3				M10		1	StuG 105							
	4 - 7						2 - 7	StuG IIIIG							
	8 - 10				M36 GMC		8 - 10	Tiger							
Individual Armor Support Table								per die roll on the Miscellaneous Table (two die roll limit)							
FP with AT Gun		15	-												
FP with MG		10	-												
Ips		4	4												
Mines		5	5												
Wire		5	-												